MINDSCAPE®
FROM
THE SOFTWARE TOOLWORKS®
60 LEVERONI COURT
NOVATO, CA 94949

PRINTED IN JAPAN

SNS-P8-USA

OUT to LUNCH™

MINDSCAPE®
FROM
THE SOFTWARE TOOLWORKS®

INSTRUCTION MANUAL

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Thank you for purchasing OUT TO LUNCH from Mindscape for your Super Nintendo Entertainment System. For maximum enjoyment, please read this instruction manual thoroughly before playing.

WARNING:

PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

COPYRIGHT © 1993 MINDSCAPE INC., A SOFTWARE TOOLWORKS COMPANY. ALL RIGHTS RESERVED. MINDSCAPE AND ITS LOGO ARE REGISTERED TRADEMARKS AND OUT TO LUNCH IS A TRADEMARK OF MINDSCAPE INC., 60 LEVERONI CT., NOVATO, CA 94949

LICENSED BY

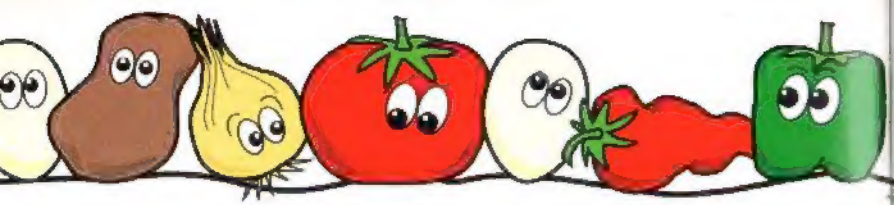
Nintendo®

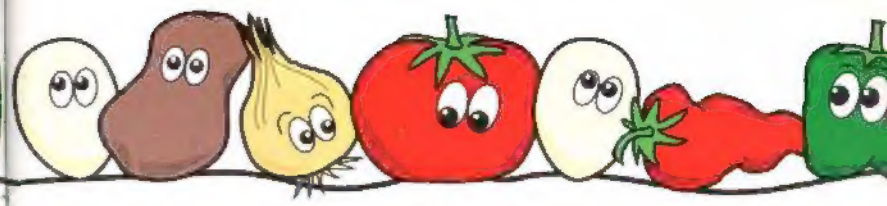
NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

INGREDIENTS

Introduction....3
For Starters....4
The Main Menu....4
Get Ready....5
Game Controls....7
The Game Screen....8
The Recipe for Success....10
The Fruit Bonus....11
The Levels....14
Secret Rooms....17
Serving Suggestions....18
Technical Support....19
Warranty....20





INTRODUCTION

Pierre le Chef, eccentric yet world-renowned master of his trade, tours the world preparing international cuisine for the rich and famous. Today, Pierre has a problem. The ingredients he requires for his gastronomical delights have escaped and are on the run. They must be recaptured in time for dinner! To do this, Pierre must travel across 48 levels spread over 6 different countries. Each country adds its own unique flavor to the action, but Pierre has no time for sightseeing as he hurries to gather his gourmet get-aways!

Apart from capturing the food, Pierre must also avoid or destroy the bacteria and insects that will otherwise contaminate it. He must also watch out for his arch-rival, Le Chef Noir — an evil chef dressed in black who is intensely jealous of Pierre's international success. Annoyed by his own lack of recognition, he has cooked up a plan to ruin Pierre's reputation by releasing as much of the food Pierre has captured as he can.

Can Pierre get the food back in time? Or will Le Chef Noir make his banquet a bust?

FOR STARTERS

1) Make sure that your Super Nintendo Entertainment System® is switched OFF.
2) Insert your OUT TO LUNCH game pak into the usual slot.
3) Turn on your Super NES.
4) The Mindscape logo and title screen will now be displayed and the music will begin to play. Press the START button to go to the Main Menu.

THE MAIN MENU

You will see 4 menu options here. By using your UP and DOWN controls, you can move the pointer on the left to point to the option you want. Chosen options are marked with a large tick. To actually select an option that is being pointed at, press either the A, B, X or Y buttons. When you have chosen the options, press START to play the game.

1 or 2 Player game

If you are playing on your own, select a 1 player game. If you are playing with a friend, select a 2 player game. In a 2 player game, each player will take alternate turns with the control pad until they finish a level or lose a life, then the other player has their turn.

Music

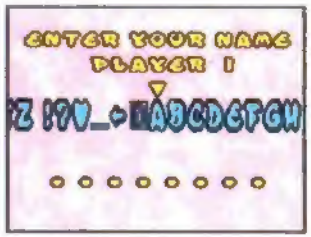
If you move the pointer to this option and press any of the buttons A, B, X or Y, then this option will toggle between music on and music off. You will hear the music fade out or fade in again.

Advanced

Checking this option allows you to begin the game in The West Indies (country 3), instead of Switzerland Level 1.

Name Entry

Choose this option to enter your own name before you play. The name can be up to 8 characters long. Whenever you get a high score, the name you have entered here will be automatically added to the high score table.



Use your LEFT and RIGHT controls to go through the available characters. Line up the character you want under the yellow pointer and press buttons A, B, X or Y to confirm your choice. (If you want to go through the characters faster, try using the top left and top right buttons on the edge of your control pad.) If you make a mistake, select the Backspace arrow from the characters and the last confirmed character will be deleted. (If a two player game has been selected from the Main Menu, then you will get a chance to enter both players' names. The names you enter here will remain until you select Name Entry again or turn off your Super NES.)

To finish, select the END character. This will take you back to the Main Menu.

Pressing START will begin the game.

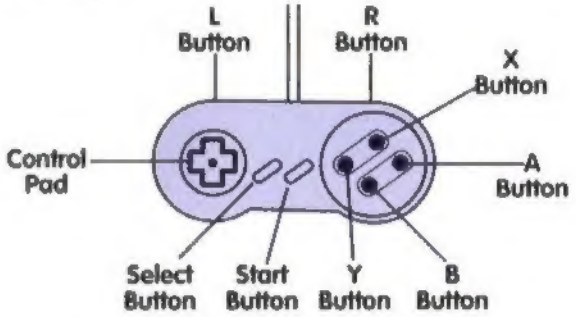
GET READY

The next screen will introduce you to the country Pierre is currently visiting and its national flag. The special guest star for this country is also shown.

To skip past this or any other screen, press START.

GAME CONTROLS

Help Pierre le Chef as he collects ingredients in his net and throws them into his cage.



Control Pad Up – Adjust direction of certain weapons while firing (with button X).

Control Pad Down – Crouch down.

Control Pad Left – Move left.

Control Pad Right – Move right.

Button A – Swing net.

Button B – Jump.

Button X – Special weapon.

Button Y – Run when moving left or right.

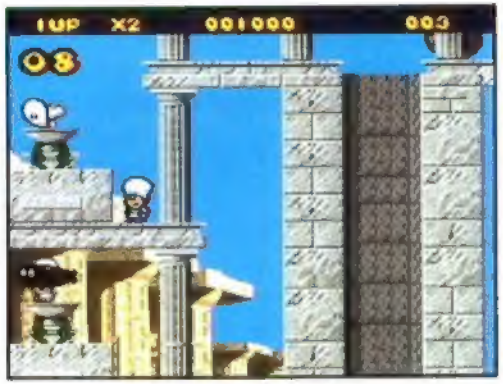
Button R – Swing net (same as Button A).

Button L – Special weapon (same as Button B).

Start – Pause/Unpause.
Use Control Pad to select Y or N when quitting.

Select – End game and return to title screen.

THE GAME SCREEN



1 or 2 Up
This shows whether you are playing a 1 or 2 player game.

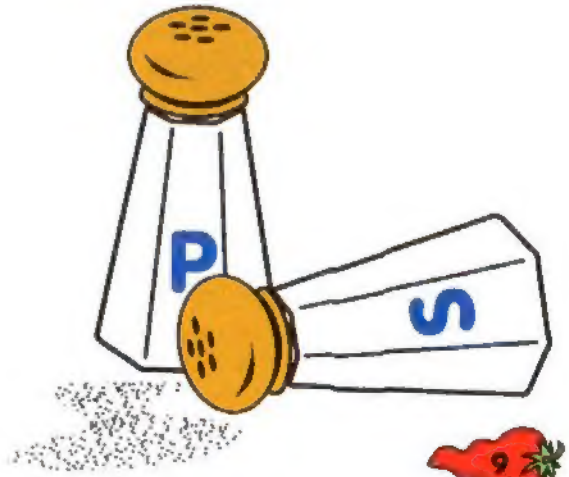
Lives
This shows the number of lives left for the current player.

Score
This shows your current score. You get points for capturing food, jumping and destroying others and finishing the level. Other bonus scores are also available, but you will have to discover for yourself how to get them.

Timer
This is the time limit for this level. The number will count down to 0. When it reaches 0 you will lose a life and will have to restart the level. You will be warned when time is getting short by a sudden change in music (if you have left the music on).

Try and finish each level as quickly as possible, as you will get a time bonus. This bonus will come into play when you have completed an entire country and get to play the Fruit Bonus stage.

Ingredients Left
This large number shows how many ingredients you must collect and store in the cage before the exit door will appear.



THE RECIPE FOR SUCCESS

To make it to the next level, Pierre must catch a minimum number of ingredients before the exit door appears. After hearing the door music, you will need to locate and enter the door to finish the level. There are a number of moves that Pierre can make:

Walking

Simply use the LEFT and RIGHT controls to move Pierre left or right. He can run if you then press down button Y.

Pressing DOWN will make Pierre crouch. This is especially useful if he tries to hide behind things.

Pierre must avoid making contact with any moving obstacle. In most cases he will be stunned, but he can also lose a life if he collides with something more dangerous!

Pierre can stun others by jumping on them or by using special weapons.

Normal food will try and avoid Pierre as much as possible, while food bitten by insects or infected by bacteria will try to attack.

Of course, the insects and bacteria will also home in on Pierre, so keep your eyes peeled!

Capturing

To capture the ingredients, Pierre must first find and pick up his trusty net. To stun them, he must pick up a flour bag. **Note:** It is easier if Pierre stuns the food before he tries to capture it in his net.

Pressing the A button will make Pierre swing his net. If he's close enough he will capture the ingredients. Pierre can capture as many as he likes before he goes to the cage and empties his catch. However, if he is stunned while carrying captured food, it will escape and will have to be caught again.

Depositing

To deposit the captured ingredients, Pierre must find his cage and walk over it. Once it is in the cage, it is not necessarily in there for good. Le Chef Noir can open the cage and release the food. They will make their escape and will be magically teleported to new areas within the level. You should close the cage and try to recapture as many as you can.

Jumping

Apart from jumping over gaps, Pierre can also jump on top of things. Some will only be stunned as a result, while others can be destroyed if you jump on them often enough. Be careful when jumping on some of the larger springboards, as Pierre can hit his head on some platforms above and will be stunned for a short time. Remember that he will lose any ingredients captured in his net whenever he is stunned.

Collecting Power-Ups

Some items found in the levels can be collected. Walk Pierre over the item to pick it up. The effect or bonus the item gives him will depend on what it is. Try pressing Button X when you have collected a pick-up to see if it gives you a new weapon. Other pick-ups have immediate or lasting effects.

THE FRUIT BONUS

Fruit Bonus levels occur in between each country. This will involve Pierre collecting as much fruit as he can in the extra time added from all of the levels in the country just completed.

You will first have to pull the lever on the fruit machine. Just press any of the buttons A, B, X or Y. Remember the order of the fruit that appears on the machine, as it might come in useful.

While collecting the fruit off the shelves, Pierre must push the shopping cart from left to right to keep it in view. If the cart gets left behind (it disappears off the left hand side of the screen), the bonus stage will end, regardless of the amount of time left. The amount of bonus points collected is shown at the end. Pierre will then go on to the first level of the next country.

THE LEVELS

Pierre must travel across no less than six different countries in his pursuit of good taste, including Switzerland, Greece, and The West Indies. Each country has its own particular hazards to conquer, so Pierre must be ready for anything!

Switzerland

Ah, just smell that fresh snow and Alpine air! You had butter make sure Pierre is prepared for a frozen food fight!

Greece

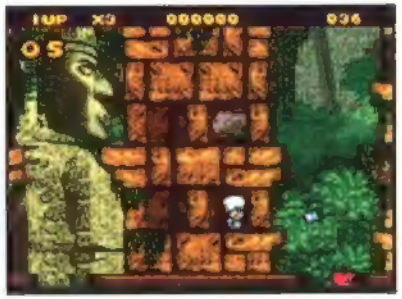
Oil bet Pierre is in for a hard time in Athens. Don't let him slip up!

The West Indies

Life's a beach and then you fry, and going bananas won't help either!

Mexico

Pierre is in for a Chili time in Mexico. Carne finish the level in time?



China

Make no bones about it, Pierre may well be bamboozled in China!

France

Will this French finale flounder our fearless chef, or will his home cooking save the day?

SECRET ROOMS

Many of the levels have secret rooms to discover. Below are a few and some hints to whet your appetite:

Switzerland Level 3:

By playing a tune on the bells, without sour notes, something special will happen. Then look for a secret door.

Switzerland Level 5:

If you are careful you might discover something helpful, high in the sky.

Switzerland Level 8:

Remember, time is of the essence. So look for the cuckoo clock.

Greece Level 1:

The olive tree may provide an interesting snack!

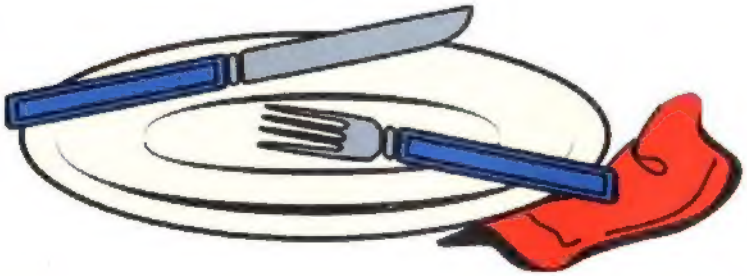
Greece Level 5:

How noble it would be to light the torch.

Try to find others...

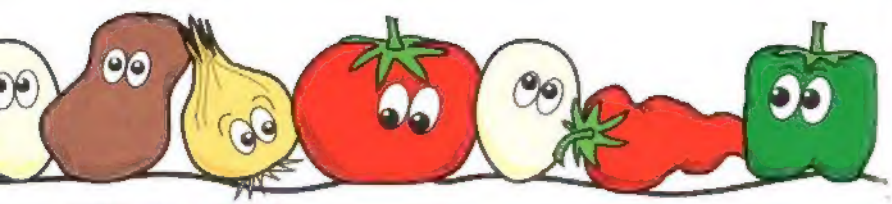
SERVING SUGGESTIONS

- Try a jump or a move when you use a spring, to give yourself an extra fling.
- A tune will play to announce an arrival, so deal with it quickly to ensure your survival.
- If shooting upwards is what you require, use a spring to help you fire.
- To cross the gap that seems so wide, try two moves together to reach the other side.
- If Pierre is going off his cart, a leap of faith might be very smart.
- Explore each level as you play, to help Pierre save the day.
- On some levels, it is a good idea to let the contaminated vegetables return to normal (instead of squashing them), as you may not have enough vegetables to complete the level on the first attempt.



TECHNICAL SUPPORT

For Technical Support in the USA:
The Software Toolworks, Inc.
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157
Fax: (415) 883-0367



WARRANTY

The Software Toolworks, Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

The Software Toolworks, Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IN IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL THE SOFTWARE TOOLWORKS, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to: The Software Toolworks, Inc., 60 Leveroni Court, Novato, CA 94949, or call:

USA (415) 883-5157